



COURSE OF ACTION WAR GAME

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010830



LEARNING OBJECTIVES

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TLO: Without the aid of references, conduct a COA war game per MCWP 5-1.

ELOs: Without the aid of references:

- 1. Identify the purpose of a COA war game.**
- 2. Given a list, identify the four war game methods.**
- 3. Identify the three steps to the war game process.**



WHAT IS A WAR GAME?

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A simulation, by whatever means, of a military operation involving two or more opposing forces, using rules, data, and procedures designed to depict an actual or assumed real life situation.

JP 1-

02

Scalable

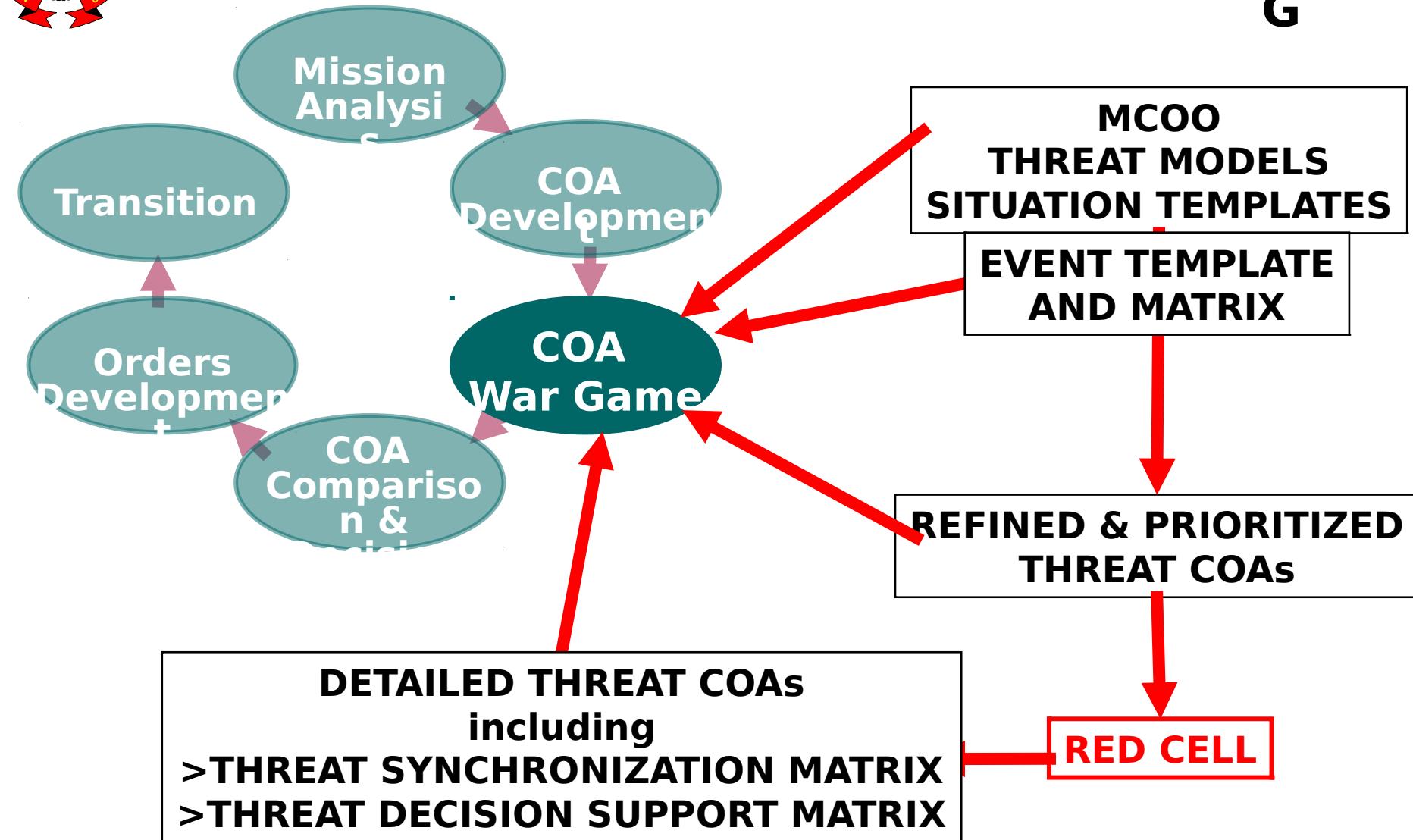
Time

Adversarial



COA WAR GAME

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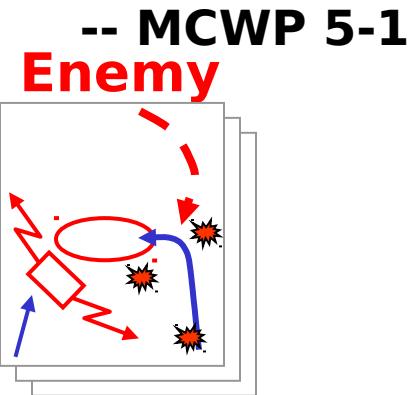
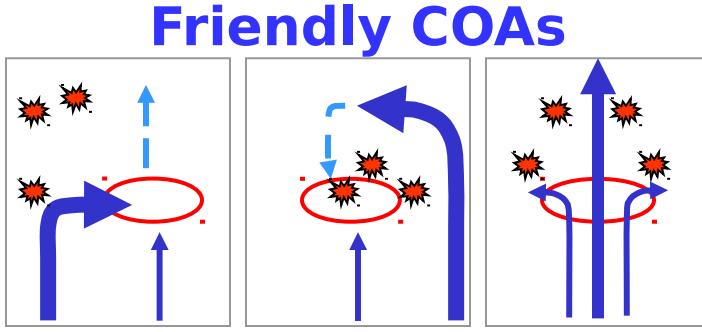




PURPOSE OF A WAR GAME?

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“...assists planners in identifying strengths and weaknesses, associated risks, and asset shortfalls for each friendly course of action.”



- **Test friendly COAs against selected enemy COAs**
- **Improve and strengthen friendly COAs**



COA WAR GAME

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Input:

- Designated COAs for wargaming
- Wargaming guidance
- Evaluation criteria
- IPB Products
- Planning Support Tools
- Estimates of Supportability
- Staff Estimates
- Updated Facts & Assumptions

IPB

Process:

- Conduct COA War game
- Refine estimates
- Prepare for Brief
- Refine IPB Products

Output:

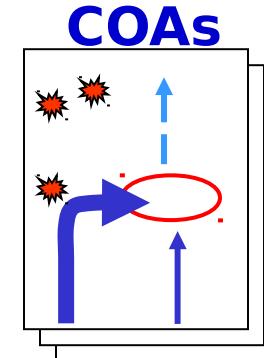
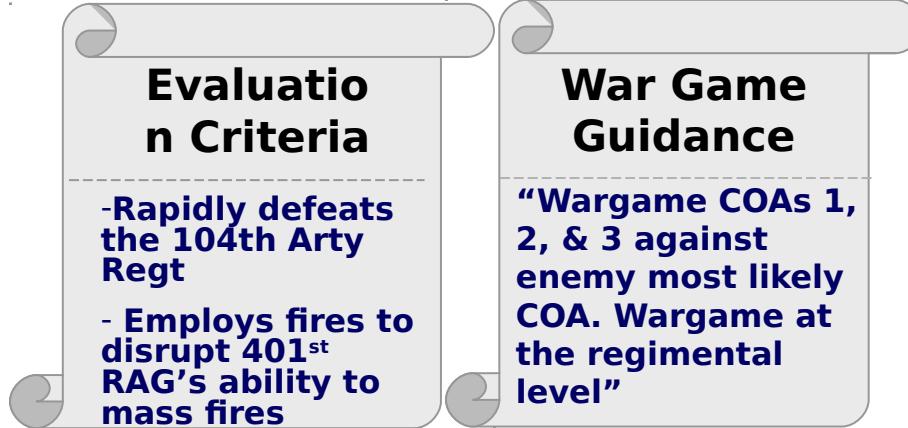
- Wargamed COAs graphic & narrative
- Information on commander's evaluation criteria
- Updated IPB
- Updated Planning Support Tools
- War Game Results
- Refined Estimates
- Branches/Sequel



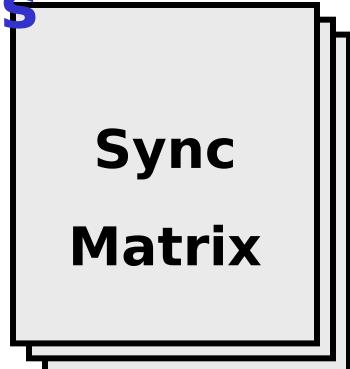
COA WAR GAME INPUTS

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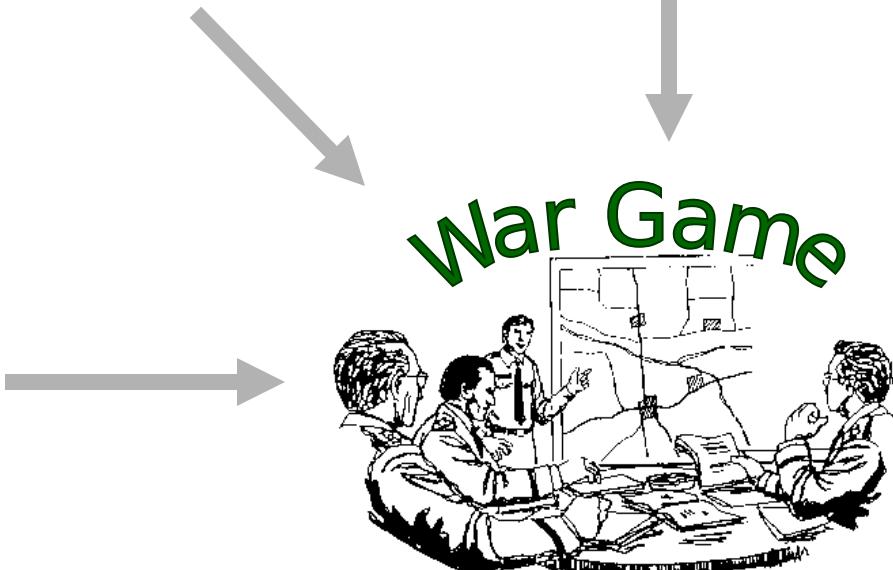
Commander



Planning Support Tools



War Game





COA WAR GAME PROCESS

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- **Preparation**
 - Maps, Terrain Board, Planning Support Tools
 - Roles and Assignments
 - Facilitator
 - Arbiter
- **“Thinking enemy” fights enemy COAs**
 - Red Cell
 - Task Organized
 - G-2 / S-2 has staff cognizance



WARGAMING METHODS

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- **Sequence of Essential Tasks**
- **Avenue in Depth**
- **Belt**
- **Box**



SEQUENCE OF ESSENTIAL TASKS

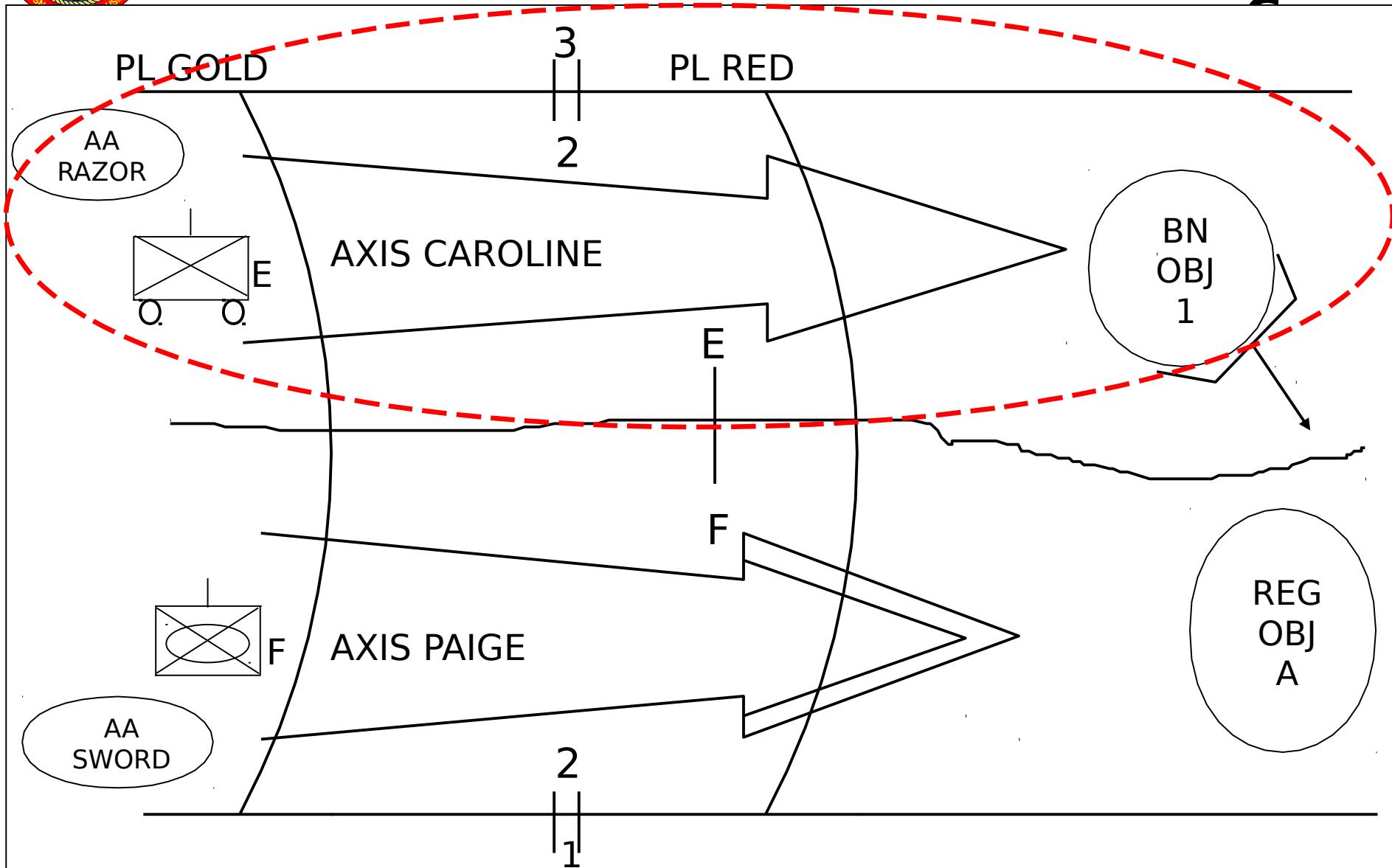
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- **Analyze the essential tasks required to execute the Concept of Operations**
- **Highlights initial shaping actions**



AVENUE IN DEPTH

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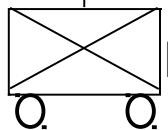


BELT

EWT

PL GOLD

AA
RAZOR



E

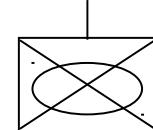
AXIS CAROLINE

3
2

PL RED

E

BN
OBJ
1



F

AA
SWORD

AXIS PAIGE

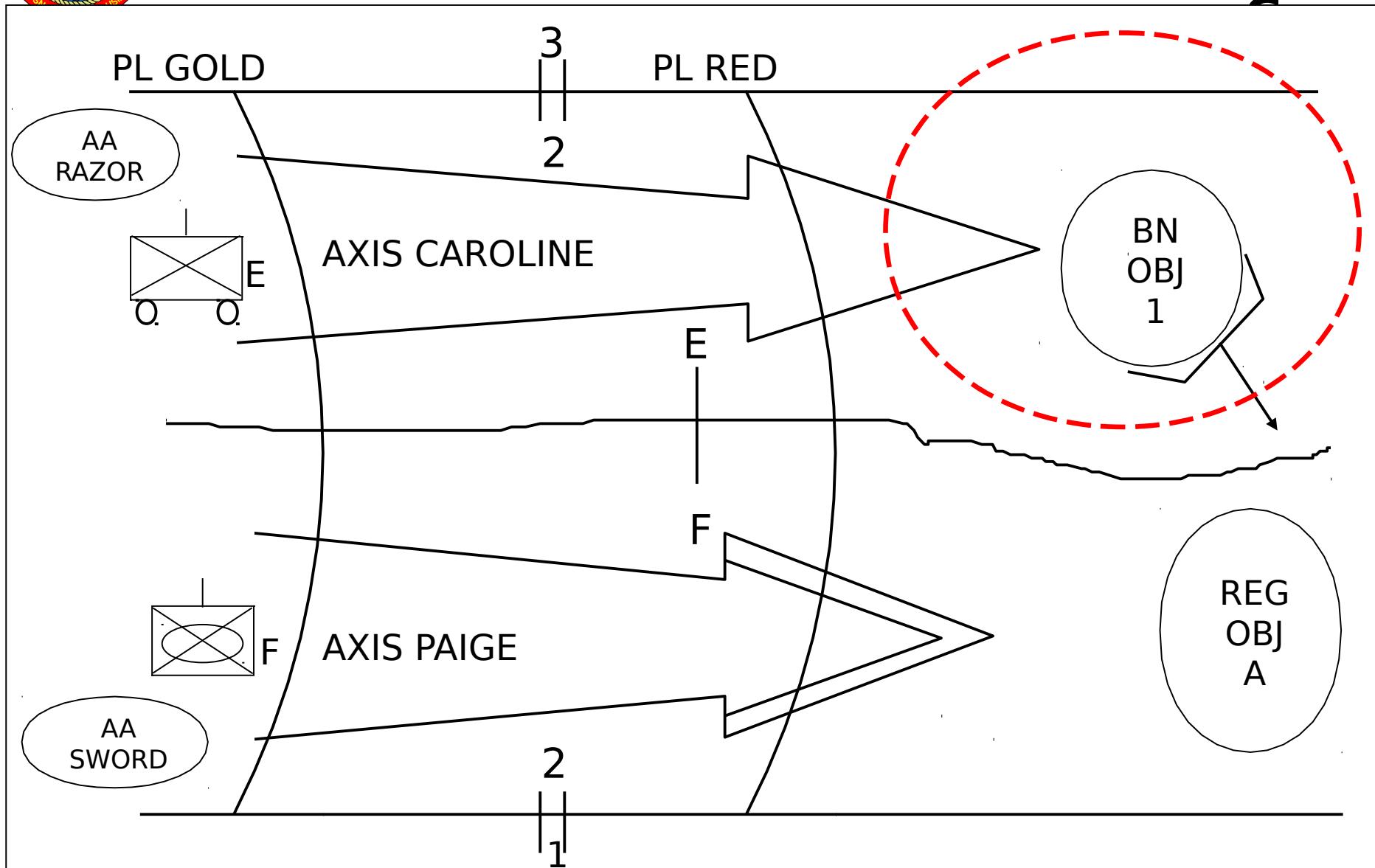
2
1

REG
OBJ
A



BOX

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COA WAR GAME SEQUENCE

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Action → Reaction → Counteraction

- **Describe operations of all friendly forces**
- **Describe operations of all enemy forces**
 - AO/AI
 - HVTs
- **Discuss probable outcome of contact**
- **Identify potential**
 - Decision points
 - Branches & sequels
- **Identify additional actions / resources**
- **If necessary, modify COA**



WAR GAME RULES

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- **Evaluate each COA independently**
- **Remain unbiased**
- **Continually assess**
 - Suitability
 - Feasibility
 - Acceptability
 - Distinguishability
 - Completeness
- **Record advantages/disadvantages**
- **Stay on timeline**
- **Identify possible branches/sequels**
- **Record War Game results based on commander's evaluation criteria**



RECORDING METHODS

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- Synchronization Matrix
- War Game Worksheet
- Decision Support Template/Matrix



SYNCHRONIZATION MATRIX

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TIME/EVENT		PRE H-HOUR	H-HOUR
Enemy Action		Recon sec area	Execute registered fires; armor moves to assembly areas
DECISION PT.			MEF DP 1 - Advance of 1st AD
MANEUVER	DEEP		
	CLOSE		
	RESERVE	MARDIV - 1 Bn - MEF Res	
	REAR		
	MOBILITY		MSR'S for support to main effort
	C-MOBILITY		Eng fwd w/ 1st AD - east flank
INTELLIGENCE		Confirm 1ST echelon disposition	MSC'S recon in zone
	NAI	I & W; NAI 29, 11, 4c, NAI 1 - 205 th react to 1st AD movement	
FIRES	LETHAL		
	NON-LETHAL		
LOGISTICS	SUSTAINMENT	CSSA 1 CLS V to 5 DO	AMCSSD'S deploy ISO RCTs
	DISTRIBUTION	Open Port RED	Establish designated FARP
COMMAND & CONTROL		Coord bndry shift Coord flank with XVIII	boundary shift executed
	IW/C2W	ES and EP missions; EOB nodal analysis	
FORCE PROTECTION		MARDIV designate TCF Bn	Counterreconnaissance in zone; Counterterrorism
	NBC/AIR DEF		TMD assets deployed and ready



SYNCHRONIZATION MATRIX

EWT
C

TIME/EVENT		PRE H-HOUR	H-HOUR
Enemy Action		Recon sec area	Execute registered fires; armor moves to assembly areas
DECISION PT.			MEF DP 1 - Advance of 1st AD
MANEUVER	DEEP		1st AD attacks - enveloping force
	CLOSE		2nd MARDIV attacks - direct press for
	RESERVE	MARDIV - 1 Bn - MEF Res	
	REAR		
	MOBILITY		MSR'S for support to main effort
	C-MOBILITY		Eng fwd w/ 1st AD - east flank
INTELLIGENCE		Confirm 1ST echelon disposition	MSC'S recon in zone
	NAI	I & W; NAI 29, 11, 4c, NAI 1 - 205 th react to 1st AD movement	
FIRES	LETHAL		ACE:destroy 102 ^D / neutralize 401 ST , 103 ^D &204 TH
	NON-LETHAL		
LOGISTICS	SUSTAINMENT	CSSA 1 CLS V to 5 DO	AMCSSD'S deploy ISO RCTs
	DISTRIBUTION	Open Port RED	Establish designated FARP
COMMAND & CONTROL		Coord bndry shift Coord flank with XVIII boundary shift executed	
	IW/C2W	ES and EP missions; EOB nodal analysis	attack WOG C2 nodes
FORCE PROTECTION		MARDIV designate TCF Bn	Counterreconnaissance in zone; Counterterrorism
	NBC/AIR DEF		TMD assets deployed and ready



COA WAR GAME WORKSHEET

MST

WARGAMING SHEET

DECISION SUPPORT TEMPLATE

Area NAI

Point NAI



DECISION SUPPORT MATRIX

MST
P

DP	EVENTS & INDICATORS	NET/NLT	CDR'S OPTIONS
1	Whether or not enemy 1st echelon units are fixed; (NAI 1 - 3)	H+24/H+36	1 AD continues turning mvmnt or executes branch plan for envelopment of 1st echelon
2	1st echelon enemy forces withdrawing into/through Gabes; 103d Armor Bde covering withdrawal and as possible counterattk force; 204th, 201st, and 104th preparing for BHO vic Gabes; refugees being forced North; (NAI 4-5)	H+96/H+120	Bypass, isolate or clear Gabes; force options: 2d MarDiv or LF6F
3	Enemy delays 2dMarDiv and reorients on mountain passes IOT hold 1 AD and allow forces to withdraw to border; (NAI 9)	H+144/H+168	Options: defeat 2d echelon via Encirclement (1AD/2MAW) or allow enemy to withdraw



COA WAR GAME BRIEF

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- Includes advantages/disadvantages based on commander's evaluation criteria
 - Refined Situation templates
 - Mission analysis and COA development products
 - COA war game products and results
 - Recommended changes to commander's evaluation criteria



COA WAR GAME OUTPUTS

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- **Information on Cdr's Evaluation Criteria**
- **War Gamed COAs with**
 - Refined Graphics
 - Refined Narratives
- **Refined**
 - Staff Estimates
 - Estimates of Supportability
 - Planning Support Tools



OUTPUTS INTO ORDERS DEVELOPMENT

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SYNCHRONIZATION MATRIX

TIME/EVENT	PRE-H HOUR	H-HOUR
Enemy Action	Information	Enemy reported max senior not ready to assault by 0600
DECISION PT.		H-10 HRS - Advance to 1st AU
MANEUVER	DEEP	
	CLOSE	
	RESERVE	NAU 0700 - 1st Inf - Mech Box
	REAR	
	MOBILITY	NAU 0800 support to main effort
INTELLIGENCE	C-MOBILITY	Long road to 1st AU - seek tank
	Comm/INT	Comm/INT
	NAU	NAU 0800 - 1st Inf duplication
FIRE	LETHAL	NAU 0800 in zone
	NON-LETHAL	
LOGISTICS	BURST/POINT	Log through point
	TRANSPORT	NAU 0800 control plan established H-8 hrs, as required
COMMAND & CONTROL	Coord bty/bn	Coord bty/bn with AII
	IVC/2W	NAU 0800 bty/bn with AII
FORCE PROTECTION	NAU 0800 designate ICP	NAU 0800 designate ICP
	WBC/RD DEF	NAU 0800 declared and ready

DECISION SUPPORT MATRIX

DP	EVENTS & INDICATORS	NET/NLT	CDR'S OPTIONS
1	Whether or not enemy 1st echelon units are fixed; (NAU 1-8)	H+24/H+38	1 AD continue turning mount or execute branch plan for envelopment of 1st echelon
2	1st echelon enemy force withdrawing into/brown Cobres; 103d Armor Bde covering withdrawal and a possible counter-thrust; 204th, 201st, and 104th preparing for BMO to Cobres; refugees being forced North; (NAU 4-6)	H+38/H+120	Expo eq to isolate or clear Cobres option to 2d Mar Div or LRF
3	Enemy 2d Mar Div and residents on mountain pass (Cobres) hold 1 AD and allow forces to withdraw to border; (NAU 8)	H+44/H+168	Options to detect 2d echelon via envelopment; detect 2d echelon by annihilation (1 AD/24/49) or allow enemy to withdraw

COA WAR GAME WORKSHEET

Critical Events CGAT, Stepped BGA, MSGI Likely		Actions	Reactions	Counteractions	Assists	Approx. Time	Decision Point	CCR	Remarks
Actions	Reactions								
Col 100K PL WH FE to PL BLACK (12-28 hrs); ROM 30K PD, 60K ton PL BLACK to initial MEF boundary. Box war game commences with 2nd MAU continuing the attack to its enemy/foe's North of Cobres.	Continues the attack, shape the withdrawal of 202nd, 202nd, 204th, 04th, Neutobus 402nd, isolated to no lagging blue force most likely A/A to Cobres. 204th and 04th ready to accept BMO South of Cobres. Isolated elements may withdraw into Cobres. Force refugees North to drag MSRs	Option to use binding force to engage. Option to use boundary force to secure Cobres.	PL BLACK to initial MEF boundary. 04th, Col 100K PL, 24 hrs.	DP 1 reached pre-war game. Decision made for AD to continue turning movement.	OPR 1	Where are the exploitable gaps in the Urbanized section through which the MSR can maneuver?	Opposing officer is enemy unit company minus. Enemy may attempt to draw war into MOP, initially isolate and bypass Cobres. Relocate control 210 to get into OPR duties. Receive not employed. Option to use binding force to secure a Cobres if post scenario!		

ANNEX X - EXECUTION CHECKLIST

TASK	TIME	DP	CCR	CONDITIONS	MOEs	NAI	TAI		
Conduct Amphib Asslt	D+30 H-Hour	1 Commence or delay assault		1 Coastal Defense Force unable to engage amphibious assault craft with ASMS/coastal guns	BDA indicates fixed ASMS/coastal gun/coastal radar sites destroyed				
				No observed movement of mobile ASMS along Coastal Hwy 1 within 50 km of Green Beach since H-36		1	A		
				No observed coastal radar emissions since H-24					
				3rd Motorized Rifle Brigade unable to reinforce 8th Mech Div via ATF Obj 1 for 96 hours.	No observed movement of bn sized units along MSR Blue beyond PL Black since H-10.	2	B		
						Comm b/w 3rd MRB HQ and I Corps HQ reduced by 75% from I&W baseline			

WAR GAME OUTPUTS INTO ORDERS



**COA
Narrative
(Para.
3b)**

**SYNC
MATRIX
(Para 3c,
3d, &
Annex X)**

